EPIC PINBALL

By James Schmalz

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Installation

Thank you for buying Epic Pinball. The following information explains how to install each Pinball Pack, and what to do if something goes wrong.

System Requirements:

To install Pinball you will need:

- · Approximately 2.5 megabytes of hard disk space for each pinball pack.
- · At least 570K of conventional memory.
- · A 386 CPU (25MHz or faster is recommended).
- · A VGA monitor.
- · A Sound Blaster card (or compatible) is optional, but highly recommended for enjoying the total Epic Pinball experience!

Installing the Games

Epic Pinball is available in three Pinball Packs, each containing four tables. Before you can begin playing, you must install each pack on your hard drive. To install a Pinball Pack, put disk #1 into your drive and type:

A:INSTALL

or

B:INSTALL

You will be asked to specify the drive and directory where you would like to install the Pinball Pack. If you're installing more than one pack together, install them into the same directory for convenience. We recommend using the directory EPICPIN.

After Epic Pinball is installed, change into the directory where it is installed and type SETUP. You must now tell the game about your system so that the sound may be activated. If you don't have a sound board, choose **None**. Otherwise, choose **Sound Blaster**, **Sound Blaster 16**, **Sound Blaster Pro**, or **Gravis Ultrasound**.

If you are using a Pro Audio Spectrum 16 sound board, choose the **Sound Blaster Clone** option for best results. Refer to your sound board's documentation to determine your card's settings. After setting the IRQ, DMA and port, choose **Save and Exit**.

Type HELPME to see if there are any new additions to the available sound card list, or if there were any instructions added after the printing of this manual.

Troubleshooting

You might get a message that says "not enough memory." If you do, try the suggestions listed below.

- Free up memory by removing TSRs from your AUTOEXEC.BAT and CONFIG.SYS files.

- If you are using DOS 5.0 or later, load DOS high by putting the following line in your CONFIG.SYS:

  DOS=high

- You may want to boot from a blank system disk instead of changing your AUTOEXEC.BAT and CONFIG.SYS. On systems running MS-DOS 6 or newer you can press E during boot-up to achieve this effect.

Other Problems

Epic Pinball will work from Windows and OS/2 on *some* machines, but it is not recommended. You will probably experience problems with the sound or music.

Reaching Epic Technical Support

If you experience any problems with any of the Epic Pinball tables, please call our technical support department at (301) 983-9771 in the USA and Canada or (0)767-260903 in the U.K. or Europe.

Epic Online Support on CompuServe (GO EPIC)

Epic offers on-line technical support over CompuServe, the world's leading on-line information service.

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New Zealand	0800-446-113	Switzerland	155-31-79
Korea	080-022-7400		

All Other countries should call the USA office at (617) 457-0802

Once on CompuServe, just type GO EPIC for more details about our on-line services.

Exec-PC, the World's Largest BBS!

You can also find the latest Epic games on Exec-PC, the world's largest BBS (electronic Bulletin Board). Exec-PC has over 280 lines with a dedicated computer for each line so you'll never get a busy signal. You can download the latest Epic shareware games, hassle-free, on the very first call.

The access numbers for Exec-PC are:

(414) 789-4360 for V.32bis high speed modems or,
(414) 789-4210 for 2400 baud.

Getting Started

To start Epic Pinball, change to the directory where it was installed, type PINBALL, and press ENTER.

Main Menu

To select 1, 2, 3, or 4-player mode, use the arrow key to move down to the word PLAYER, then press the space bar.

Select OPTIONS from the main menu to set your preferences:

- FAST/SLOW PC - If you are using a 386 machine with a clock speed of less than 33 mHz, set this to SLOW PC. If your 386 is faster than 33 mHz, or if you are using a 486 or better processor, choose FAST PC. When the game is set to SLOW PC, you may notice that the flippers are less detailed during the game. This is required to keep the game playing at full speed and smoothness.

- SOUND FX and MUSIC - These settings will turn on and off the sound effects and background music in the menu.

Individual Table Menus:

- PLAY GAME - You guessed it! Select this option to begin.

- RULES - This option presents a brief synopsis of the table's rules. Use the arrow keys to flip between pages.
- OPTIONS - Each option in this menu must be individually set for each table:
- BALLS - You can choose to play with either 3 or 5 balls. For extra pinball power, press "F1" while in this menu and you'll be given 6 balls.
- TABLE ANGLE - This feature allows you to choose the slope of the table. When set to high, the ball "rolls" to the bottom of the table more quickly.
- SOUND FX and MUSIC - This feature turns the music for each table on or off.

Playing Epic Pinball

Here are the keys used to control the action:

Ball on the plunger

The space bar controls the plunger. Hold it down to pull the plunger back, and let go to release it. You can control the ball's launch speed by releasing the space bar before you have pulled the plunger all the way back.

The up and down arrows allow you to scroll the table to review the targets and lights.

Ball in play

SHIFT The left and right shift keys activate the left and right flippers respectively.

Z These keys (next to the shift keys) "nudge" the table to the left and right. If you learn to use these carefully, you can often prevent the ball from draining between the flippers.

The space bar "nudges" the table up. Don't nudge too much or you'll tilt the machine!

At any time

P Pauses the game.

ESC Exits the game.

M Turns the music on or off.

S Turns the sound on or off.

A Brief History of Pinball

By Terry Cumming

By acquiring your Epic Pinball packs, you have obtained an instant pinball arcade for your PC! These games contain several different designs, representing many aspects of pinball that have evolved through the ages. Let's look back and see how pinball evolved into the great game that it is today.

The commercial pinball industry came into being around the 1930-31 period in America. Before this time, games existed but were not successful commercially, and many were not coin operated. The early pinball games were known as bagatelles, and consisted mainly of small games with simple arrangements of pins and holes on a slanted playfield. There was no electricity, np flippers, no pop bumpers and very few other objects that we associate with the modern pinball machine.

Bally Manufacturing's "Ballyhoo" and Gottlieb's "Baffle Ball" were two of the original hot selling games in 1931 that helped kick off the industry. Within a couple of years game interest had spread rapidly, with several hundred manufacturers churning out games to compete for the tough, depression dollars.

By 1935, electricity had been added to the games along with back boxes that featured eye-catching artwork, used to promote the games. The machines were also now referred to as "pinball" machines. 1937 saw the introduction of the electric bumper on Bally's game "Bumper". This was the forerunner of the ever-popular pop bumper seen on almost all machines today.

By 1942, with America at war, all manufacturing of new games was halted in order to concentrate on the war effort. During this time, companies such as Gottlieb, Bally, the newly formed Williams Manufacturing and others, revamped existing games with new artwork, and then resold them. After the war, domestic manufacturing was allowed to resume and thus began the "modern era" of the pinball machine.

This modern era was proclaimed by Gottlieb when they introduced "Humpty Dumpty" in October of 1947. The game featured the new ball control device known as the flipper, invented by engineer Harry Mabs, with future great designer Wayne Neyens as his assistant. Suffice to say, the device was a hit, and prac-

tically every pinball machine made since has contained flippers.

The period from 1947-59 is looked at as a Golden Age of pinball. Games of this period are commonly referred to as woodrails, highlighting the fact that the playfield cabinet rails on these machines were finished in attractive stained wood. Beautiful color artwork by such artists as LeRoy Parker and George Molentin adorned many of the games from this period. Scores were displayed up to this point by back-lighting areas of the backglass. This was to change as the 1960's approached.

When the 60's arrived, gone were the ornamental wood rails and legs on the game cabinets, replaced, instead, by gleaming stainless steel. Scores were now tabulated on reels that were visible through clear areas on the backglass. Game designs through the 60's up to about 1977 were evolutionary rather than revolutionary. Pinball had only the sister mechanical arcade games as commercial competition, and the industry flourished. The "Big Three" of pinball at that time were Gottlieb, Bally and Williams. Others, such as Chicago Coin, were just getting involved.

In 1977, solid state electronics were introduced to the pinball world. Game logic and scoring were no longer controlled by mechanical score motors, relays and solenoids. Computer technology took over, and by 1978 all pinball machines would have a CPU for a brain.

Building upon this, the next big advances for pinball came in the 1978-81 period, as the industry faced the video-game assault. Arcade operators were now starting to shift away from pinball machines as their mainstay amusement device, to the more exotic and potentially lucrative video game.

1979 saw the first pinball machine with speech (Williams "Gorgar"). Around this time, the manufacturers also began experimenting with wider playfields to incorporate more targets and scoring action. This met with only limited success and the more standard narrow cabinets were soon back in vogue.

The classic game of 1980 had to be Williams' "Black Knight", which featured a 2 level playfield. The levels were connected via steel ramps. Most games of today that feature ramps and multiple playfield levels owe their origins to this game.

Also around this time, Williams introduced "Firepower" which featured the introduction of multi-ball (whereby the player could play with 3 pinballs at

once) and lane change (allowing the player to select which scoring lanes were lit via the flipper button).

Despite the innovations of the 1978-81 period, pinball floundered against the video game competition. It wasn't until the mid 80's that pinball began making a comeback, with the introduction of such classics as Williams "Space Shuttle", "High Speed" and "Pinbot".

In 1987, Data East entered the arena as a pingame manufacturer and the current "golden age" was beginning to form. Today's manufacturing lineup includes Williams, Premier (formerly D. Gottlieb and Company), Data East and Alvin G. and Company. The Bally name carries on, now as a subsidiary of Williams rather than a competitor.

The games you find in an arcade today continue to get better and better. Innovation abounds as the games routinely feature multiple ramps, multiple ball play, dot matrix animation displays, fantastic stereo sounds and, at the heart of it all, great play value.

Now, Epic MegaGames has it's own pinball masterpiece, Epic Pinball!

Epic's Pinball Masterpiece!
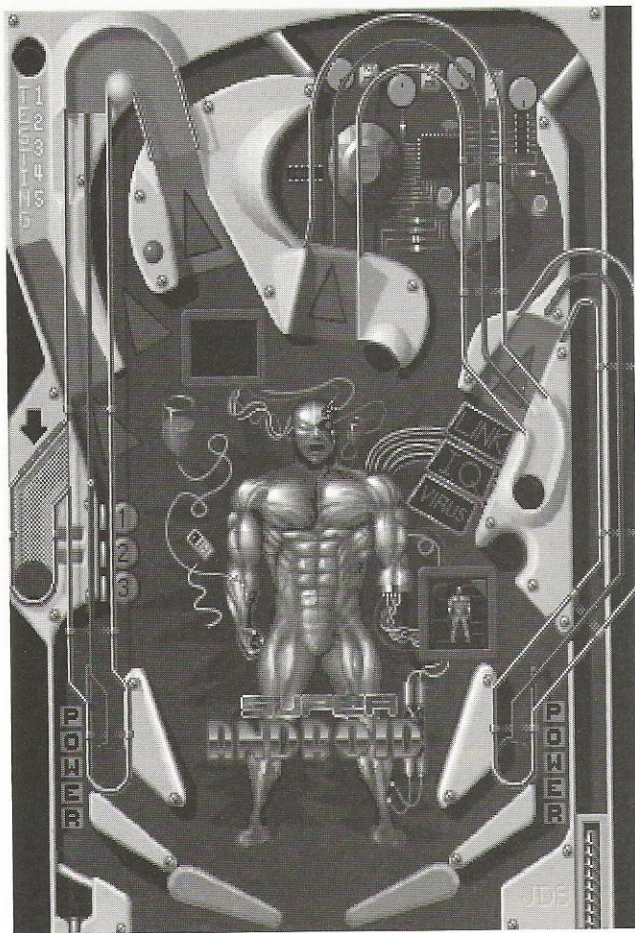
Super Android

Design and graphics by James Schmalz

You must bring the android to life by activating each of his physical components while installing and testing his computer functions.

Skill Shot

While the ball is on the plunger, use the arrow keys to scroll the playfield. The flashing rollover lane is the target for the skill shot. If you shoot the ball into the flashing rollover lane from the plunger, you earn two million points, plus an extra million each time a skill shot is collected.

Pop Bumpers

The pop bumpers, just below the rollover lanes, are initially worth 10,000 points each time they are hit. You can add 30,000 to their value by shooting the long left lane and the middle ramp in sequence. Once the computer has been linked, hitting the bumpers will increase the android's IQ. To collect IQ points, shoot the right ramp while IQ is flashing.

Drop Targets

The drop targets are worth 10,000 points each (one million for the entire bank). Once the PHYSICAL SYS-TEMS COMPUTER has been activated, shoot a set of

drop targets to cause one of the android's systems to flash. Shoot the PHYSICAL SYSTEMS hole and the flashing system will be activated.

Rollover Lanes

These lanes are worth 50,000 points when unlit. If all the lanes are lit, you will be awarded two million points and the end-of-ball multiplier will be advanced. At the start of each ball, one rollover lane will be flashing. This is the skill shot lane. Press the flipper buttons to cause the lit rollover lane lights to change sequence.

Left Lane

This lane takes the ball back to the top of the playfield, allowing you to try channeling the ball down the lit rollover lane. This lane will light the middle lane which will, if shot, increase the bumper value by 30,000 points

Kick Back

Hitting the center ramp three times opens the bottom left kicker gate and activates the kick-back plunger.

Power Hole

This sink hole is in the middle of the playfield, just to the right of the middle ramp. Each time you sink a ball in this hole, you earn a bonus of 500,000 points and light one letter in the word POWER. Once you have lit the entire word POWER, in both the right and left flipper out lanes, the next power hole will earn 10 million points and the lights will be reset.

Computer Link Ramp

The right-most ramp on the playfield links the computer to the android, activating the ramp second from the left. If this ramp is shot while the IQ is flashing, the IQ bonus (IQ x 10,000) is collected. While installing programs into the android, a virus may be detected. You have 15 seconds to shoot the computer link ramp and flush out the virus. Doing so wins you 15 million points.

Physical Systems Sink Hole
And Test Sink Hole

Shoot the physical systems sink hole, at the lower right side of the playfield, to begin activating the physical systems of the android. For each system, shoot the test hole to test that system.

After both arms and legs are lit, you are awarded a dual-ball play. After all the systems are activated, you are awarded a multiple-ball play. During dual-ball play, shooting the left lane earns a jackpot of 45 million. During multiple-ball play, shoot the test hole for a double jackpot.

End-of-Ball Bonuses

The following values are awarded at the end of the ball, and multiplied by the end-of-ball multiplier for the total bonus.

Each TEST HOLE is worth 400k

Each POWER HOLE is worth 100k

Each PHYSICAL SYSTEM HOLE is worth 200k

Each RAMP is worth 60k

Each LEFT LANE is worth 300k

Programs and Goals

Below is a listing of the android's programs and the goals you must accomplish to activate them:

PROGRAM	GOALS	VALUE
BASIC IO	Shoot all ramps then COMPUTER RAMP	5M
AI	All ramps, all drop targets, then the COMPUTER RAMP	10M
AI-2	All red triangle paths/ramps	20M
DATABASE	All sink holes	35M
ACTIVATION	All drop targets	SUPER JACKPOT

"ACTIVATION" brings the android to life. It also sets the SUPER JACKPOT of 100 million. Shoot the COMPUTER RAMP again to collect the SUPER JACKPOT.

Android Millions

The rollover target, on the left center of the table, turns access to the ANDROID MILLIONS hole, located at the bottom of the left-side ramp, on and off. Android Millions scores 1M the first time, 2M the second and so on. Android Millions is reset every ball.

Expert Tips

If the ball is shot into the power hole, hold down the left flipper and wait until the ball is ejected and hits the top of the left flipper. If the table angle is on normal, there is a good chance the ball will bounce straight up from the end of the flipper. Aim well and you can shoot the power hole again. You're awarded 500,000 points each time you hit the power hole and the tenth time you're awarded 10 million points.
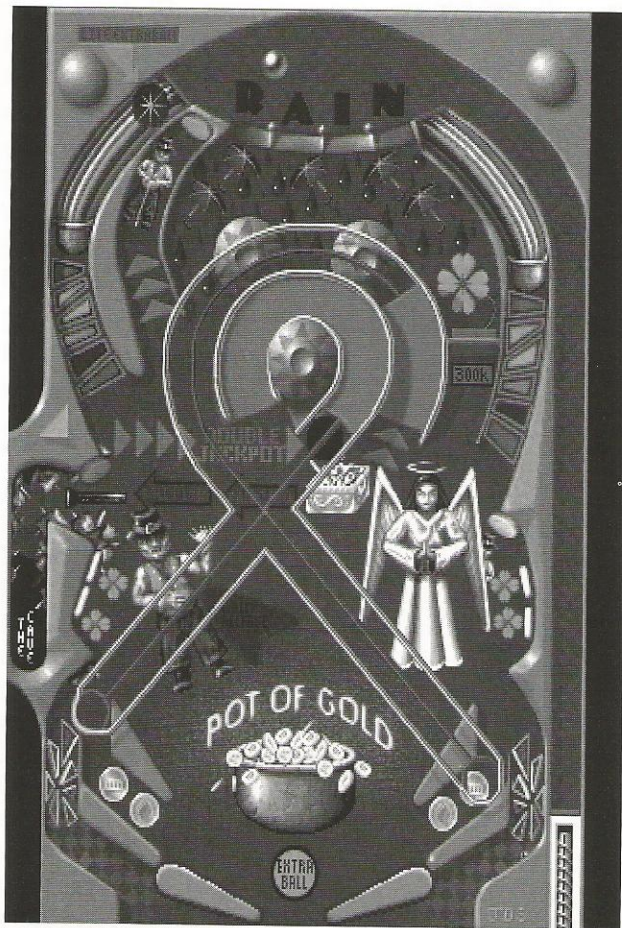
Pot of Gold

Design by Terry Cumming, artwork by James Schmalz

Collect the gold at the end of the rainbow by advancing through the rainbow's colors, catching leprechauns, and collecting lucky rabbits' feet. This table, along with Cyborgirl, are the only two tables not designed by James Schmalz. This one was designed by pinball expert Terry Cumming. Terry also acted as a consultant on Epic Pinball to ensure that everything was as true to pinball realism as possible (when we wanted it to be!). Terry is one of those guys who restores old pinball tables, has a whole bunch of pinball tables in his basement and spends hours tinkering with them. Luckily for Terry, his wife is also a pinball nut! Thanks for all your help Terry and for giving us this splendid and unique pinball design.

Rainbow Lane

Shoot this lane for 300,000 points and an end-of-ball rainbow bonus of 50,000 points. For an extra ball, light the rollover switch on the upper left side. You must trip both switches within two seconds of each other to win the points.

Sky Ramps

The sky ramps return the ball back to the opposite flippers through the habitrails and in lanes. You

receive 50,000 points when in violet, blue, or green modes, and 100,000 points in yellow, orange or red modes. You will receive end-of-ball ramp bonuses of 25,000 points.

Lucky Spinner

You earn 10,000 points per spin multiplied by the color level. This spinner is also worth points as a feature of the rabbit's foot.

The Treasure Chest Sink Hole

Shooting this hole is worth 300,000 points when it is unlit. Light it to collect the Jackpot or the lucky rabbit's foot award. You can also shoot it for other special events.

Bullseye Targets

Shooting the middle green bullseye target is worth 300K points. After shooting a ramp, a bullseye target will light for five seconds. Shooting a bullseye when it is lit earns you one million points and you'll catch a leprechaun. Shoot the left bullseye to illuminate the flashlight, then shoot the cave to search it for the lucky rabbit's foot.

Flipper In Lanes

Shoot these lanes for 50K points. Shoot them three times to wake the Angel of Mercy and light the left out lane kickback.

Flipper Out Lanes

Shoot these lanes for 100K points. The angel of mercy kickback is lit at the start of each ball. Shooting these lanes will also advance the rainbow lane bonus once.

Angel of Mercy Kickback

This kickback is lit at the start of each ball, and can be re-lit by shooting the flipper in lanes three times.

Advancing Color Mode

Advancing to the next color mode adds a 250,000 bonus for that score, wins you 3 million points, increases the values for the spinner and each drop target bank, increases the points for the lock lane, and increases the jackpot.

VIOLET MODE - This is your starting point. To advance to Blue, complete a bank of drop targets, then shoot a ramp followed by a bullseye.

BLUE MODE - The pop bumpers are lit and the multi ball lock light is lit. To advance to Green Mode, shoot a bank of drop targets, then make two ramp shots.

GREEN MODE - The multiple-ball light will light. Pop bumpers are off. To advance to Yellow Mode, Shoot the sink hole, make 3 ramp shots, then shoot the bullseye.

YELLOW MODE - Pop bumpers are on. Shoot the rainbow lane to light it for an extra ball. The Jackpot

value is set. The ramp is now worth 100,000. To advance to Orange Mode, shoot a bank of drop targets, 3 ramps, the rainbow lane and the bullseye.

ORANGE MODE - Pop bumpers are off. The multiple-ball lock light will light. Shoot the rainbow lane to light the sink hole for a special. The double jackpot value is set in this mode. To advance to Red Mode, shoot both drop target banks, 3 ramps, the rainbow lane and the bullseye.

RED MODE - Pop bumpers are on. Shoot the rainbow lane to light the sink hole for a special. Win the pot of gold.

Jackpots

The value of the Jackpot increases until you collect it. Its minimum value is based on the color mode. Red=50 million, Orange=20 million, Yellow=10 million, Green=7 million, Blue=5 million and Violet=3 million. The jackpot is only increased in multiple-ball mode. In violet, blue, green, and yellow modes, completing a drop target bank increases the jackpot by one million points. Hitting a ramp increases it by 500,000. In Orange mode, drop target banks are worth 2.5 million and ramps are worth 1.5 million. In red mode, the values are 8 million and 4 million. To collect the jackpot, you must be in multiple-ball mode and make two quick shots to the rainbow lanes within five seconds. The jackpot will reset to the mode minimum after you have collected it.

Catch the Leprechauns

The leprechauns are located in the bullseye targets. Each time you shoot a ramp, one of these targets will flash for 5 seconds. Shoot it to receive 1 million points. If you catch all three leprechauns on one ball, the sink illuminates for the leprechaun bonus. The leprechaun bonus is worth 4 million points the first time it is collected, 12 million the second, and 35 million the third. To increase the leprechaun bonus, you can try to find more than one leprechaun before catching them.

Rabbit's Foot

Collect the Rabbit's foot award by hitting the flashlight, then shooting the cave and the sink hole. The awards you can collect are random, but useful.

End-of-Ball Bonuses

For each ball, you can receive bonuses. The total number of bonus points collected is the bonus times the number of umbrellas you have collected.

For each Rainbow lane shot: 50,000

For each sky ramp: 25,000

For each 4 leaf clover: 100,000

For each color advance: 250,000

Mega Awards

Pennies from Heaven - Collect one jackpot, one batch of leprechauns and one rabbit's foot for a bonus of 50 million points.

Lottery - Collect a double jackpot, six leprechauns at once, and two rabbit's feet for 100 million points.

Fort Knox - Collect a super jackpot, catch nine leprechauns at once and get three rabbit's feet for 250 million points.

Expert Tips

Work on getting the top green bullseye shot. It is the most difficult of the bullseyes to get. Shoot a ramp and one of the bullseye lights to catch a leprechaun. Catch 3 leprechauns for lots of points. Catch another set of 3 for amazing points.

Excalibur

Design and graphics by James Schmalz

The days of old return to thee in Excalibur. The *messenger ball*, featured in this table, is something that's not seen too often. It was used in Bally's 1972 Fireball.

Rollover Lanes

The rollover lanes are the top five lanes that spell the word SWORD. You must get the ball into each of these lanes, turning the light from blue to purple and collecting 500 points. When you spell the word SWORD, you will increase the end of ball bonus multiplier and receive 5,000 points.

Spear Lanes

The spear lanes are located on either side of the playfield. They have spear and star shaped rollover targets. Shooting the ball into either of these lanes lights the star target briefly. If you can shoot the ball up one lane and into the other, lighting both star targets, the drop hole award increases by 1,000 points.

Drop Hole

Shooting this hole, which is located to the right of the pop bumpers, increases the lit value and the end-of-ball bonus.

Pop Bumpers

The Pop Bumpers award 1,000 points each.

Excalibur

Light the letters of the word EXCALIBUR individually by shooting both of the bullseye targets. The first time you spell EXCALIBUR, the left bullseye award becomes 10,000 points. Each time you spell EXCALIBUR after that, you earn 60,000 points.

Kickbacks

Kickbacks, which are located in the flipper outside lanes, are active when the gems inside the stars are flashing. Shoot the left or right flipper inside lanes to turn on kickbacks.

Left Bullseye

This red target is located below the left pop bumper. It is normally worth 1,000 points, but can be increased to 5,000 by shooting all bullseyes and the drop hole, or to 10,000 by spelling the word EXCALIBUR.

Right Bullseye

This small blue target is located on the right side of the playfield. It is normally worth 1,000 points, but can be increased to 20,000 briefly by using the messenger ball to hit its own bullseye target. The bullseye EXTRA BALL will light if you increase the left bullseye

to 10,000 points and the drop hole award to 4,000 points.

Messenger Ball

The messenger ball is the ball that is trapped in the lane at the upper right of the playfield. Hit this ball to send it up its lane. You earn 1,000 points if it hits the 1K line, 5,000 points if it hits the 5K line. If you hit the small red bullseye, the 20K light on the blue bullseye illuminates briefly.

Spinner

The spinner is located above the left spear. Shooting the ball into this lane rotates the spinner. The faster the ball is moving, the faster the spinner rotates. Each rotation is worth 500 points.

Expert Tips

The best, and most difficult, shot in Excalibur is the messenger ball. Hit it hard to light the 20k bullseye. This is the most valuable feature on the table. Keep shooting the 20k bullseye for big points.

Crash and Burn

Design and graphics by James Schmalz

Cars and racing are one the most popular themes in pinball. Crash and Burn does justice to this genre with four flippers and a miles-per-hour (MPH) indicator to let you know how fast the action really is!

Finish Line Sinkhole

This sinkhole is located in the left middle of the play-field. Unlit, it is worth 500K points. If the ball enters from the habitrails, it is worth nothing. You can light this hole by shooting both ramps and making a shot up the road and into the wheel at the top right of the playfield. If the hole is lit, it is worth 5 million points, the value of the third-place bonus. To win the second-place bonus, 15 million points, the hole must be lit twice without collecting the bonus. To win first-place, 35 million points, light the hole three times before collecting.

Laps

To move to lap one, shoot all the sink holes and all the ramps. Repeat to progress to laps two and three. Lap one is worth 5 million points, lap two is worth 10 million points, and lap three is worth 30 million points.
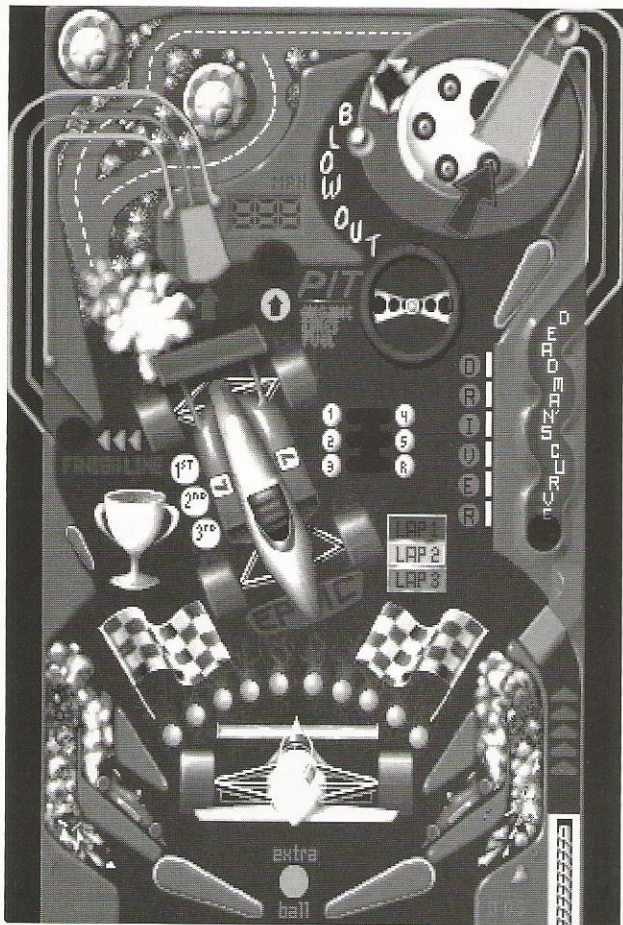
Pop Bumper

Hitting this bumper, at the top left of the playfield, will award 50,000 points and increase the jackpot by 1 million points.

Flipper Out Lanes

These drain lanes, far to either side of the flippers, are worth 500,000 points.

Flipper In Lanes

These lanes are located on both sides of the flippers. Each shot through these lanes changes one of the orange lights (above the lower car) to green. If all the lights are changed, you receive 5 million points.

Pit Stop

The pit stop sink hole is in the center of the playfield. To light the pit stop, shoot both ramps. If you shoot the pitstop once it has been lit, you have 15 seconds to shoot the left ramp and collect the TUNE UP award of 5 million. Once the TUNE UP award has been collected, you will advance to TIRES mode. When you are in TIRES mode, you have 15 seconds to shoot the BLOW OUT hole. Once this has been collected (10 million points) you advance to FUEL, which is worth 15 million points.

Blow Out Hole

This sink hole is located in the upper right hand corner of the playfield. You earn 100,000 points each time you hit this hole. You also increase the MYSTERY BONUS by one million.

Wheel Hole

The wheel hole is located under the right ramp at the top of the playfield, on the rim of the wheel. Shoot it eight times to receive an extra ball. Shoot it eight more times and receive 10 million points, repeat for 20 million, 30 million, etc.

Dead Man's Curve

This ramp on the right is worth 100,000 points when unlit. Light the ramp by shooting the ball into the left ramp at over 240 mph. When the ramp has been lit then shot the first time, the ball is locked. The second time the ramp is lit and then shot, the balls are released for dual-ball play. Shoot the ball from the tiny upper left flipper into DEAD MAN'S CURVE and receive 2 million points.

Dual-Ball Mode

During dual-ball play, you can collect either the JACKPOT or the DOUBLE JACKPOT. To collect the JACKPOT, shoot the PIT STOP. It is worth 40 million points to start and increases by one million each time

you hit the POP BUMPER. To collect the DOUBLE JACKPOT, shoot the DUAL BALL sink hole. Only one jackpot of any kind can be collected during a dual-ball play.

MPH Ramp

This ramp allows you to collect a bonus based on the speed of the ball entering the ramp. The speed ranges from 0 to 300 MPH. You earn 10,000 times the MPH ramp multiplier time your speed. You can increase the MPH multiplier by shooting a bank of drop targets.

Drop Targets

A bank of drop targets is located along the middle left side of the playfield. Each target is worth 10,000 points. If you shoot them all, the end-of-ball multiplier and MPH multiplier are increased and you receive 1 million points. Each multiplier has a maximum of 6x.

End-of-Ball Bonuses

The end-of-ball bonuses accumulate as follows:

DEAD MAN'S CURVE	50K each
PIT STOPS	100K each
BLOW OUT HOLES	200K each
FINISH LINES	300K each

These bonuses are multiplied by the end-of-ball multiplier for the total end-of-ball bonus.

Expert Tips

BLOW OUT HOLE - Master the shot from the top right flipper into the blow out hole. This shot can be made, repeatedly, for lots of points. SPEED RAMP - Try to increase the SPEED RAMP MULTIPLIER by shooting the DRIVER drop targets. Next master the speed ramp shot. With a high multiplier and a fast ramp shot, you can earn massive points.
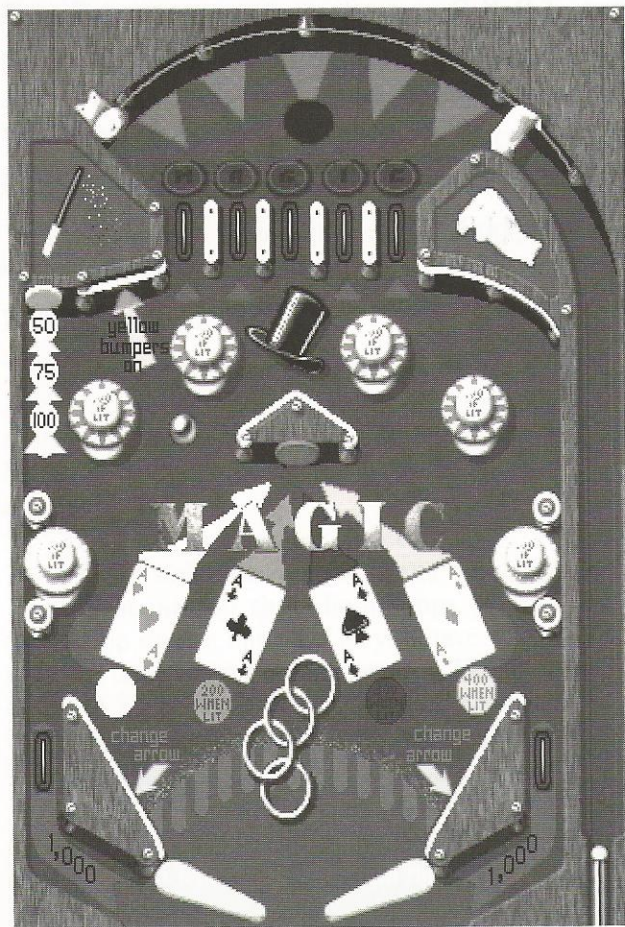
Magic

Design and graphics by James Schmalz

Magic is another one of Epic Pinball's nostalgic tables. Simple but still fun, Magic hails from the 1950's, a time where symmetry was considered proper pinball design.

Top Kickout Hole

Shoot the ball into this hole to light the red bumpers.

Magic Lanes

When the ball is shot into any of these lanes, they will light. If all the lanes are lit, you will receive 10,000 points.

Left Yellow Bullseye

The first time you shoot this target, it is worth 50 points, the second time 75 points and 100 points the third time.

Center Red Bullseye

This target is worth the value of the lit playing card.

  100 points for the ace of hearts

  200 points for the ace of clubs

  300 points for the ace of spades

  400 points for the ace of diamonds

Hitting the left or right slingback bumpers will allow you to light the card of your choice.

Yellow Bumper Switch

The yellow bumper switch is located between the two left red bumpers. Shoot this area to light the yellow bumpers.

Red Bumpers

Shoot the top kickout hole to light these bumpers. When lit, they are worth 100 points each time you hit them.

Yellow Bumpers

Shoot the yellow bumper switch to light these bumpers. They are worth 100 points each time they are hit after they have been lit.

Left and Right Flipper Out Lanes

You earn a thousand points if the ball drains out either the left or right lanes.

Expert Tips

Light the bumpers on Magic as soon as possible and keep the ball in them. This is the key to high scores.
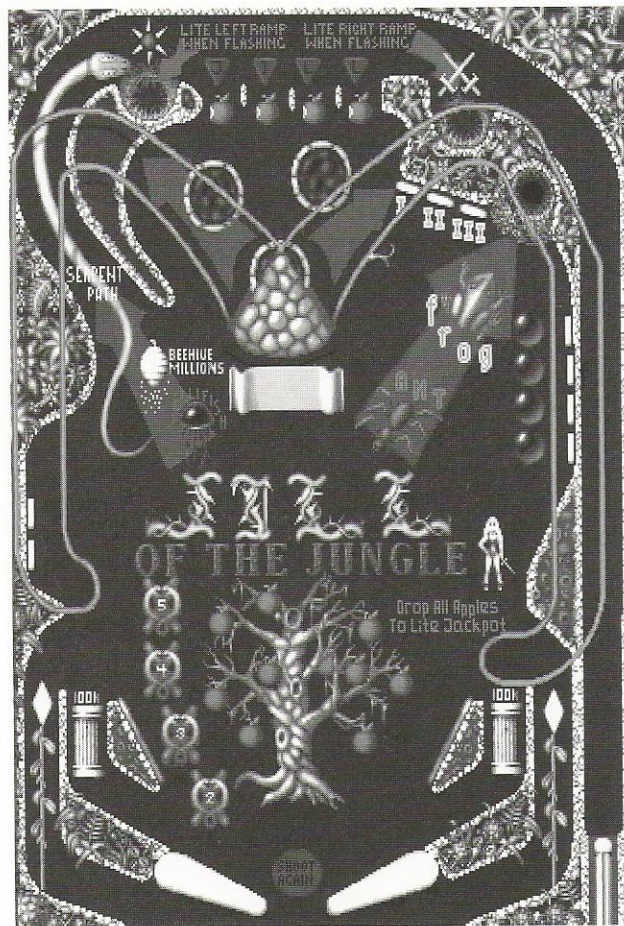
Pinball Jungle

Design and artwork by James Schmalz.

Pinball Jungle is based on the hit PC shareware game, Jill of the Jungle. If you look carefully you will see at least 10 different items from the original computer game. Incidentally, the lead artist for Jill (the PC game), Joe Hitchens, designed and illustrated the Cyborgirl table in Pinball Pack III.

Left Drop Targets

Knock down this set of targets to light the DEATH BLADE sink hole which is located at the top left of the playfield.

Blue Ball Drop Targets

The blue ball drop targets are the right-most set of drop targets. Knocking down these targets will cause apples to drop from the tree. Once all the apples have fallen, the jackpot illuminates.

I - II - III Drop Target

This set of targets is the middle set of drop targets. Knock them down to light the SWORD sinkhole at the top right of the playfield.

Frog/Ant Sink Hole

This sink hole is located on the right, near the center of the playfield. Each time you shoot this hole, a letter in either the word FROG or ANT is lit. When all the letters of the word FROG are lit, you earn one million points for each time the entire word has been lit. Lighting all of the letters in the word ANT is worth 3 times the score you received for the word FROG.

Jill Rollover Lane

Shoot these lanes to light them. If all of the Jill rollover lanes are shot, the end-of-ball multiplier increases. It can be increased up to five times.

Serpent Path

The serpent path is located at the top left of the playfield. Shoot this path to earn 100,000 points. If the either the BEEHIVE or the JELLYFISH is lit, shoot this hole to collect the reward.

Death Blade Hole

This hole is located in the upper left of the playfield. If you shoot it when it is lit, the left ramp will light for a special event.

Sword Hole

This hole is located in the upper right of the playfield. If you shoot it when it is lit, the right ramp will be lit for a special event.

Left Ramp

Shoot this ramp, when it is lit, to receive a special event. The special event is shown in the text field below the ramp entrance.

Right Ramp

Shoot this ramp, when lit, and receive the special event shown in the text field below the ramp entrance.

Expert Tips

Try for the special events outlined in the rules. Some of these events award massive points. Another path to high scores is to practice shooting the blue ball targets. These are the ones that drop the apples from the tree lighting the jackpot when all apples fall. If you become proficient at shooting these targets, the jackpot will be well within your grasp.
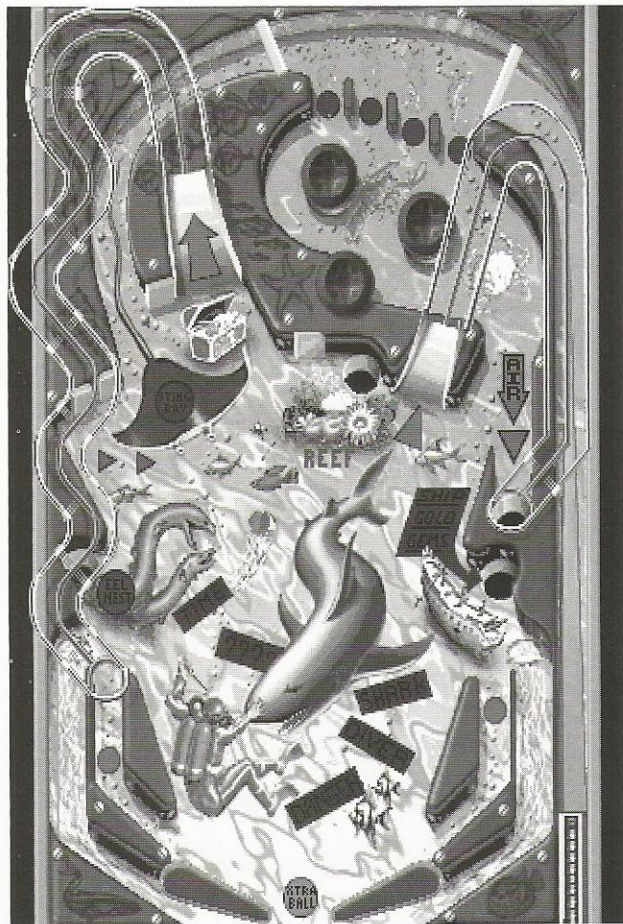
Deep Sea

Design by James Schmalz, artwork by Robert Depew.

Go on a dive and see all the traps and treasures at the bottom of the ocean. Beginning players may find that this table is a good place to start because of its flowing ball paths and easy ramp shots. As you can see, Robert Depew's artwork on this table is outstanding. Thanks Robert!

The Reef Sink Hole

This sink hole is located in the middle of the playfield, to the left of the right ramp. The points received for this hole begin at 50,000 and increase by 50,000 each time it is shot. Once the award reaches 300,000 points, hit it again and the treasure ramp will light so you can collect the treasure award. The Reef reward then resets to 50,000 points.

Treasure Ramp

The treasure ramp is the left ramp on the playfield. If this ramp is unlit, shoot it ten times to receive an extra ball, ten more times for the SECRET TREASURE, and a final ten times for the JACKPOT. To light this ramp, shoot the reef sink hole seven times. When lit, this ramp awards you a treasure with a value beginning at five million and increasing by one million points each time you knock down a set of drop targets, or 200,000

points when you shoot the Flipper In lanes. Each time the TREASURE is collected, its value is reset to five million.

Drop Targets

Four drop targets are located near the middle left of the playfield. Knock down each of them for 50,000 points. If you knock down a set, the value of the TREASURE is increased by one million points.

Flipper In Lanes

These lanes are located to the immediate left and right of the flippers. Shooting them increases the treasure by 200,000 points.

Air Sink Hole

This sink hole is located in the middle right of the playfield. While unlit, it is worth 10,000 points. Light the AIR POCKET by shooting all of the sink holes. Once you have lit the AIR POCKET, the air tanks are refilled and you receive an award of 5 million points for the first refill, 10 million for the second refill, 15 million for the third, etc.

Pop Bumpers

The pop bumpers are located at the top of the playfield. The first time you hit any one of these bumpers, you earn 10,000 points. For each subsequent hit, 500

points are added to the value. There is no maximum award!

Rollover Lanes

These lanes are at the top of the playfield. Each lane lights as the ball rolls down it. If all the lanes are lit, they reset and the end-of-ball multiplier increases. It can be increased up to nine times the end-of-ball bonus. Press the flipper keys to change the lit rollover lanes.

Skill Shot

Shoot the flashing rollover lane, from the plunger, to receive 2 million points. 1 million points are added to the skill shot award each time.

Stingray Tail Lane

The stingray tail lane is the long lane that leads back to the rollover lanes at the top of the playfield. Shooting this lane will light the right ramp. Shoot this ramp five times to multiply the pop bumper value by four for 15 seconds. Shoot this lane ten times to light it. Shoot it again when it is lit to receive the STINGRAY BONUS of 5 million. When you have received this bonus, the lane resets.

Tide Ramp

The tide ramp is the right-most ramp. When unlit, shoot it for the LOW TIDE value of 500,000 points.

Shooting the STINGRAY TAIL LANE lights this ramp. Shoot the lit ramp for the HIGH TIDE value of 3 million points.

Eel Nest Sink Hole

The eel nest sink hole is located on the lower left. When unlit, this hole is worth 50,000 points. Shoot both ramps to light the EEL NEST. Once it is lit, you earn two million points. Each time following, the award will be increased by two million points.

Sunken Ship Sink Hole

The sunken ship sink hole is the lower right sink hole. It is initially set to SHIP. Shoot this hole to start the timer. Each time it is shot you earn an increasing bonus, starting at 1 million points, during the allotted time. When the timer runs out, the list will be set to GOLD. Shoot the hole again to start the timer. You must then shoot the treasure ramp to collect the GOLD award of 8 million points during the allotted time. Once the GOLD award has been collected, the sunken ship list resets to GEMS. Shoot the SUNKEN SHIP HOLE again to start the timer. You must now discover the MYSTERY HOLE where the gems are hidden. If you find the gems within the time limit, you earn 10 million points.

Timed Events

During the game, specific events will occur without having to shoot something. If a timed event occurs and is NOT successfully completed, it will appear again later. When all of the timed events have been successfully completed, the jackpot becomes available.

The timed events are:

Shark Attack	When the timer starts, you must shoot the AIR POCKET HOLE to drive away the shark. If successful, you earn 10 million points.
Diver	When the timer starts, you must shoot the TREASURE RAMP to add a ball into play.
Danger	A dangerous ship wreck is discovered. You must shoot three ramps to escape.
Timer	Air is running out. Shoot the AIR POCKET to refill the tanks. This is worth 8 million points.
Mystery Task	This MYSTERY TASK is worth a MYSTERY VALUE. You expected that didn't you?

Jackpot

When all of the TIMED EVENTS have been completed, the JACKPOT timer starts and you must shoot the

treasure ramp to collect the JACKPOT, or the right ramp to collect the DOUBLE JACKPOT.

End-Of-Ball Bonuses

At the end of every ball, the following bonuses are awarded for each time the shot was made. The number of points is then multiplied by the MULTIPLIER VALUE.

SHIP WRECK	400,000 points
EEL NEST	100,000 points
CORAL REEFS	200,000 points
AIR POCKETS	60,000 points
TREASURE RAMP	300,000 points

Expert Tips

Watch carefully for Deep Sea's special events. These happen without having to hit anything on the playfield. You may even want to cradle the ball in a flipper and wait until an event starts and then shoot for the appropriate targets. Happy hunting!
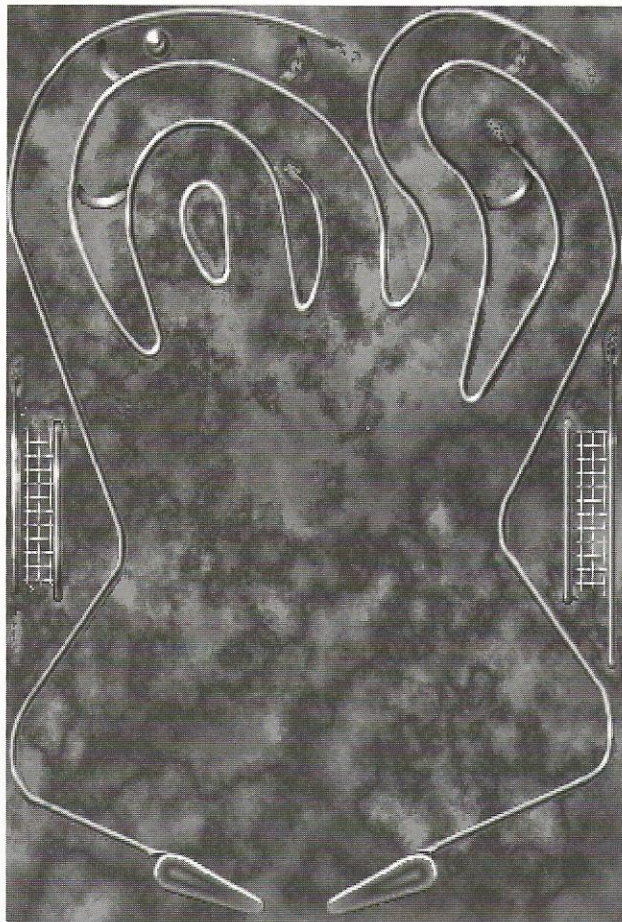
Enigma

Design and artwork by James Schmalz.

You've never seen anything like this at your local pinball arcade. Targets appear as quickly as you can shoot them down, space warps, gravity changes, the ball transforms and the pulsating plasma playfield changes colors as you play! Your goal is to get through the levels and discover what the Enigma is.

Level 1

Shoot all the RED GEMS in sequence, then shoot the red SNEAKERS to advance to level 2. Stay away from the spiked mines. For extra points, shoot as many other targets as possible.

Level 2

Level two starts with five breakaway targets. Shoot all of these. They will reappear with two more targets. One of these targets is a ball lock. Shoot it to save your ball for later play. Continue shooting down these targets. when the gem target appears, shoot it to advance to level three.

Level 3

Shoot all the diamond targets, in order, while avoiding the spiked mines and pits. Shoot the additional tar-

gets and receive their awards. You will advance when you shoot the final GEM target.

Level 4

Shoot the four gem targets that are in view. Beware: The repulsor will make these shots more difficult. Once the gems have been shot, shoot the teddy bear and the next set of targets. When the ball lock appears, shoot it to advance to the next level.

Expert Tips

The key to Enigma is merely to aim carefully, plan your shots and avoid the hazards.
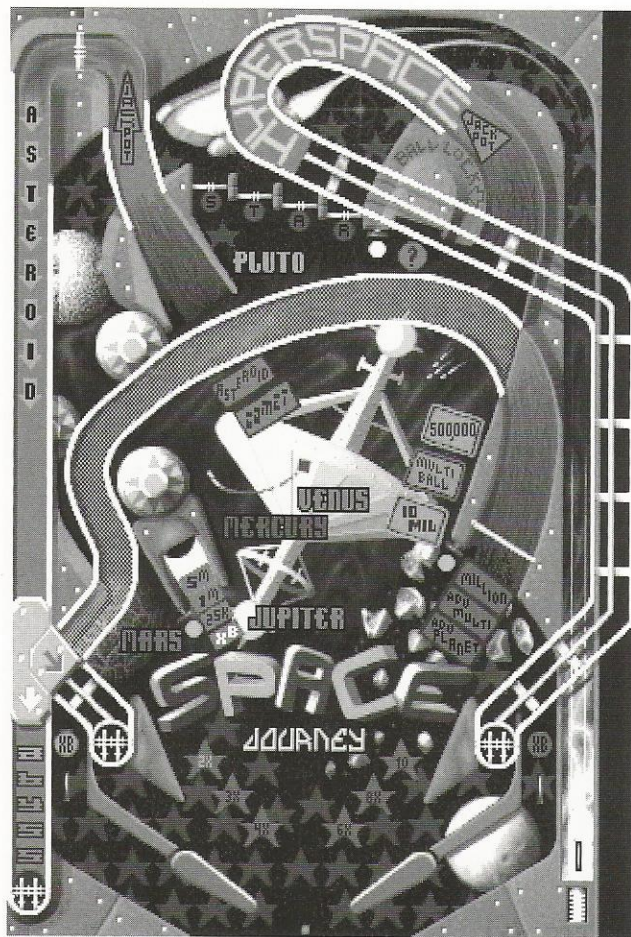
Space Journey

Design by James Schmalz, artwork by Mikko Iho.

Space, the final frontier. It's been the central theme of many pinball tables over the years. With three long ramps and a ramp direction gate, Space Journey provides a very exciting trip. We've included a lot of variety within the three Epic Pinball Packs and to help with that, we flew Mikko Iho all the way from Finland to our head office in Maryland to draw both this table and Toy Factory. Thanks for the great tables, Mikko!

Hyperspace Ramp

Shoot this ramp to light the 1M light for 10 seconds.

Ball Lock

The ball lock is at top right of playfield. Shoot this, when unlit, to toggle the RAIL GATE (at the bottom left of play field) either allowing access to the abyss or closing it off.

Asteroid Ramp

The top left ramp is the Asteroid ramp. If the comet light, near the entrance to it, is lit, this ramp will light the PLANET ADV. light on the lower right ramp for a few seconds. That ramp must then be shot in time to advance the current planet. If the PLANET ADV. light

is already lit when this ramp is shot, the 10M light on the HYPERSPACE RAMP will light for 10 Seconds.

Shoot this ramp to spell ASTEROID if the asteroid light near the entrance to the ramp is lit. Below is a list of bonuses you will receive when the word asteroid has been spelled. The bonuses are given according to the PLANET the you have advanced to.

PLUTO	Will permanently light the 1M light on the lower right ramp.
VENUS	Will light both extra ball lights.
MERCURY	Will light the Instant Multiple ball light.
JUPITER	WIll light both Jackpots.
MARS	Will light the '?' mystery hole.

Bullseye Targets

Any unlit bullseye target will toggle the ASTEROID RAMP between ASTEROID and COMET. Shoot all 3 bullseyes to light the ball lock. Lock 2 balls to light the Multiple ball play light. During Multiple ball play, the jackpots are lit.

Rollover Lanes

Light the word STAR to light the ADV MULT light on the bottom right ramp. Shoot that ramp to advance the End Of Ball multiplier.

Abyss

Spell ABYSS to advance the bottom left sink hole from 25k - 1M- 5M to extraball.

End of Ball Bonuses

At the end of ball, the following awards are given multiplied by the end of ball multiplier:

Asteroid Ramps 50k

Flybys (lower right ramp) 300k

Hyperspace (upper right ramp) 50k
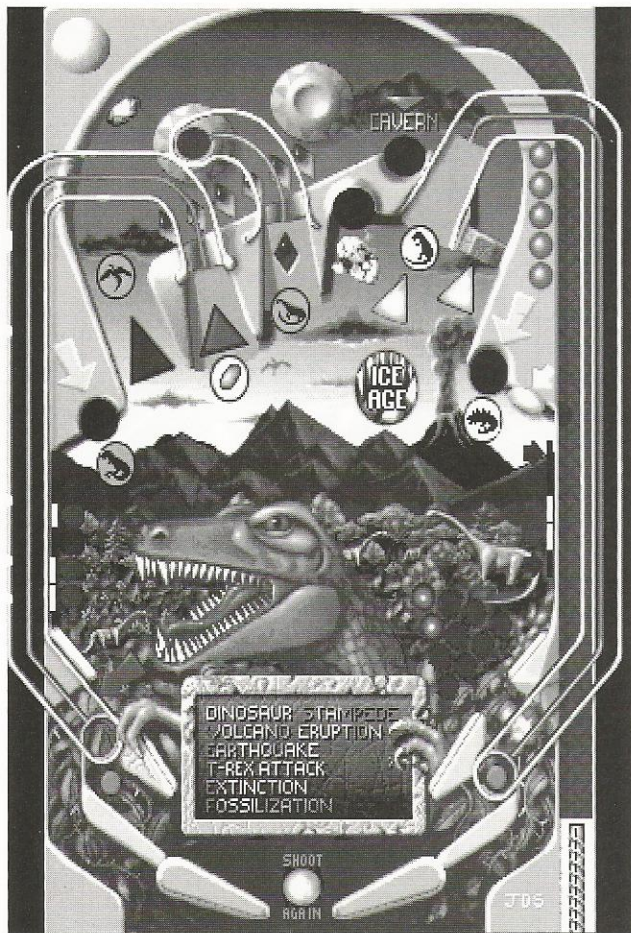
Pangaea

Design and graphics by James Schmalz

If you think the dinosaur craze is something new, guess again! The influence for this table was Bally's 1971 pinball table, Four Million B.C. See if you know the names of all the dinosaurs contained in the game.

T-Rex Ramp

The T-Rex ramp is the upper right ramp. Shoot this to light a t-rex egg and collect 700,000 points. Shoot it 7 times to collect an egg nest award of 8 million. When the green arrow to this ramp is lit, this ramp awards a T-REX bonus of 5 million.

Left Targets

The left targets award 1million points and light the cavern ball lock.

RIGHT TARGETS

The right targets award 1 million points and light the T-REX ramp (green arrow light) which will award the T-REX BONUS of 5 million points.

Stegosaurus and Allosaurus Holes

The lower right hole is the Stegosaurus hole. It awards 1 million points. The Allosaurus hole is the lower left hole and awards 2 million points.

Cavern

Top right sink hole is the Cavern. Light this to lock the ball. If you shoot from the plunger, you earn a skill shot award of 2 million points, other wise, 1 million points are awarded when this hole is hit. The next time it is hit, 2 million points are awarded, then 3 million, etc.

Volcano Loop

The volcano loop is awarded when the ball is shot in a loop from left to right, or right to left, along the top arc path of the playfield. The value awarded is 2 million points.

Egg Hole

This is the hole to right of the T-REX ramp entrance. Shooting it will increase the JACKPOT value by 1 million points. If this hole is lit, the jackpot is awarded.

Bumper Hole

The bumper hole is the sink hole within the left bumper. Shoot this for 100,000 points, 200,000 points, up to 700,000 points, then shoot it again to collect 5 million points. Each time it is shot, a green gem near the bumper will unlight.

Bullseye Target

Shoot this to increase the End Of Ball Multiplier. After it reaches 9X, an extra ball will be awarded.

White Dinosaur Lights

Light all white dinosaur lights by shooting the paths associated with each light. When they are all lit, the following events will occur in order:

Dinosaur Stampede	All targets worth 500k
Volcano Eruption	Shoot the volcano loop for 12M
Earthquake	Shoot left ramp to collect EARTHQUAKE value of 20M
T-Rex Attack	Shoot T-REX ramp for 15M
Extinction	Shoot cavern to start multiple ball play
Fossilization	Ball will be preserved if lost.

Pyramid Lights

These 10 lights are seen in a pyramid shape near the bottom right of the playfield. When all of these are lit, the jackpot will light as well.

To light a pyramid light, one of the following events must occur:

- All left targets must be shot.
- 7 T-REX eggs must be collected
- Skill shot must be made
- You must start DINO STAMPEDE, VOLCANO ERUPTION, EARTHQUAKE, T-REX ATTACK, EXTINCTION or FOSSILIZATION.
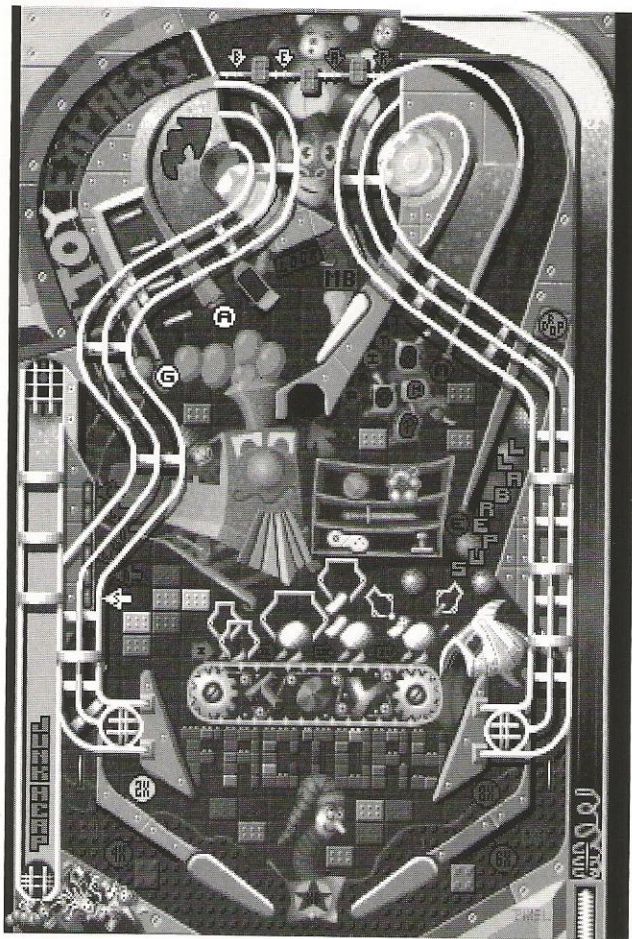
End of Ball Bonuses

At the end of a ball, the following points are awarded and multiplied by the End Of Ball multiplier:

Ramps - 50k

Volcano loops - 250k

Caverns - 300k

Egg Holes - 50k

Toy Factory

Design by James Schmalz, artwork by Mikko Iho.

Take a ride on a toy train, through a toy factory filled with fun and surprises. This is the second table drawn by Finland's Mikko Iho. Mikko, part of a world famous group called Future Crew, helps create demo graphics programs that push the envelope of technology and computer horsepower on IBM-compatible PCs. If you check out Epic's CompuServe forum, or Exec-PC, you should be able to find some of these stunning combinations of music, artwork and programming excellence. Mikko, one of Future Crew's top artists, goes by the name "Pixel". You may notice a special thanks to Future Crew in the game's credits. That's not for lending us Mikko, although we're glad they did, but for inspiring us to create Epic Pinball in the first place by showing us that a scrolling pinball game could be done on the PC. Thanks guys!

Junk Heap

The Junk Heap is only accessible if the GAME targets are all hit. When the JUNK heap is entered, 5 million points are awarded. The second time it is entered, 10 million points are awarded, then 15, etc. The junk heap becomes unlit after it is entered and must be relit by hitting the GAME targets again.

Teddy Bear Rollovers

Light the B, E, A and R roll-over lanes at the top of the table to advance the end of ball multiplier.

Skate Board Ramp

The Skate Board Ramp, at the top left of the table, awards the JACKPOT of 30 million points during multiball play, or when FACTORY is spelled. If the skateboard is lit, SKATEBOARD MILLIONS of 2 million, times the assembly line value, are awarded.

The Skateboard stays lit for 10 seconds after a junk pile shot is made. Shooting this ramp at any time will also light the SUPERBALL for 10 seconds.

Superball

The superball is the middle rightmost lane. If this is shot when lit, the SUPERBALL award of 1 million points, times the assembly line value, is given.

Top Ball Lock

This ball lock is near the top flipper. If the hole is unlit, shooting it will increase the bumper value by 10,000 points. If the lock is lit, a ball will be locked for multiple ball play. When the MB is lit, shooting this hole will activate 3 ball multiple ball play, during which the left ramp will award the jackpot.

Clowns Drop Targets

These targets, when all knocked down, will light one of the toys in the display case. Each time a new set of targets is knocked down, a new toy is lit. Shooting the center sink hole (near the display case of toys), will give an award based on the toys that are currently lit. The more toys, the higher the award. Once this bonus is collected, the display case is reset, and the BEAR toy is the only one lit.

Paint Shop Ramp

The paint shop ramp is the right ramp. Shoot this ramp four times to spell SHOP. Spelling SHOP lights the ball lock and lights a letter in FACTORY. Spelling FACTORY will light the Jackpot.

Toy Check

The toy checks are the 4 drop targets in the upper left of play field. Knock all of these down to light a FACTORY LETTER.

Toy Express

Ride the toy express by shooting the ball up the toy express lane and having it come back down through the top right lane. This awards 2 million points.

Assembly Line

The Assembly Line can be advanced 4 times, as shown by the lights near the duck in the center of the play-field. It is advanced by:

- Shooting both ramps
- Knocking down all toy chest targets
- Lighting a toy in the display case
- Locking a ball

Various awards on the playfield are multiplied by the value of the ASSEMBLY LINE. For example, if the assembly line is at third position, and the SUPER-BALL is collected, the player receives 1 million times 3, or 3 million points.

End of Ball Bonuses

At the end of the ball, the following awards are collected and multiplied the End Of Ball Multiplier:

Superball lanes	50k
Skateboard Ramps	250k
Toy Expresses	300k
Paint Shot Visits	50k
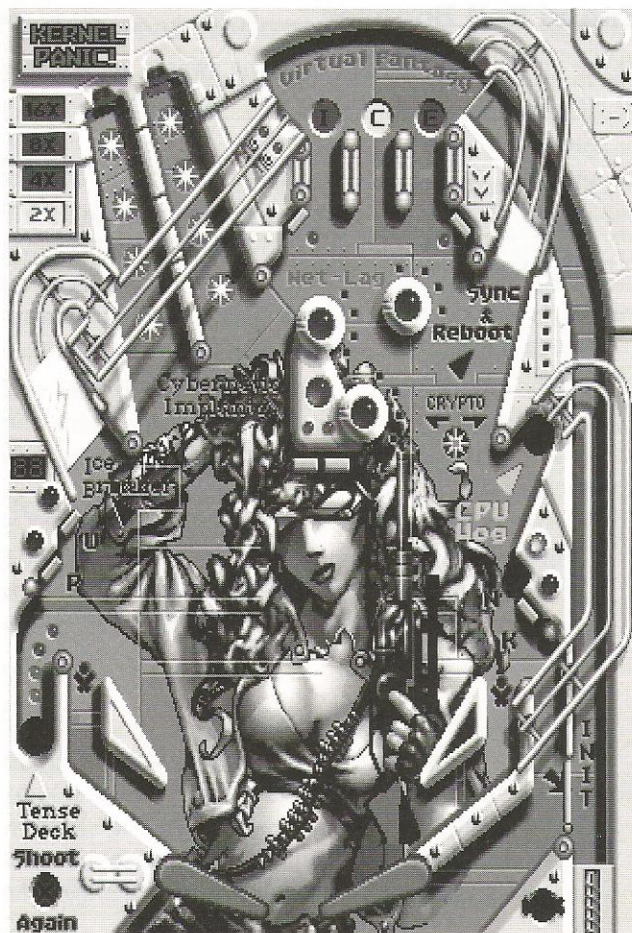
Cyborgirl

Design and artwork by Joe Hitchens

Beautiful women have adorned pinball tables since the early days of pinball in the 1940's. Our lovely techno-lady is a Cyborg - part woman, part robot. You can change her style a bit - if you're good she'll change color for you! You won't find that kind of action your local pinball arcade! As you can see from this table, Joe Hitchens is one of Epic's best artists. Joe's work also appears in other Epic games, including Zone 66 and Jill of the Jungle. If you ever get time to cruise GO EPIC on CompuServe or the Epic area on Exec-PC, be sure to check out the shareware versions of these and other Epic classics.

ICE lanes

These are the 3 lanes at the top of the playfield. Flipping either flipper button will cycle the ICE lights around. Lighting all 3 lanes increments the Ice-Breaker count.

Gate Targets

These are the two blue drop targets just below, and to either side of the ICE lanes. When a target is up, its red LED light is off. When dropped, the LED turns on. When both are dropped, both LEDS turn on and blink for two seconds, then the targets pop back up

and the Init-Gate is opened. The gate-targets also light the flipper lanes when they are dropped.

Jet Bumpers

These are the 3 round bumpers directly below the ICE lanes. The 4 small lights around each bumper and the bumper itself, light up when that bumper "bumps".

Anti-Gravity

This is the large yellow light in the center playfield, just above the center targets and their two red LED's. When lit, ball gravity is reduced dramatically. This light goes out when a ball is lost and has to be re-lit on the next ball.

Sync & Reboot

This is the wire-ramp at upper-left which takes the ball back to the top.

Center Targets

The two blue drop targets, directly in the center of the playfield, just above the girl's face, are the center targets. These targets light the cybernetic implants. The left target turns on the blue light at the top of the left implant lane. The right lights up the right lane.

Dropping both center targets will, of course, cause both implant lanes to be lit. However, if you then drop one of the center targets again, it will UNLIGHT its corresponding implant light. The trick is to light both

implant lanes and then hit them while they are lit without hitting the center targets.

Cybernetic Implants

These are the two slots/lanes to the left of the ICE lanes. The two drop targets at the top of the lanes must, like the center targets and gate targets, both be dropped before they pop up again. The light that goes with the target, however, does NOT light by hitting the target. It lights by hitting the center targets (see above).

Dropping an implant target while it is unlit will only score points. Dropping the target while it is lit scores bigger points and lights the corresponding flipper lane. Dropping both targets while they are lit scores an extra ball.

The red star-rollovers, in the implant lanes, light up for one second when rolled over and can score points. If the drop target is hit, the rollovers will also flash if they are lit. If the target or lane was lit when and the target was hit, all four stars in that lane will flash simultaneously for two seconds.

Ice-Breaker

The Ice-Breaker is the odd-shaped ramp on the left of the playfield, leading to the ICE lanes. The Ice-Breaker count is displayed in the small red LED digit display at the far left center edge of the playfield. The count starts at 1, and is carried over from ball to ball. The Ice-Breaker count represents the number of times that

the ball will bang back and forth in the straight section of the Ice-Breaker before the it pops out the top. Each "bang" scores points.

PUNK Targets

These are the four blue drop targets in the main playfield area, two on each side. They are labeled with the letters "P", "U", "N" and "K". These work much like the other blue targets. All four must be dropped before they reset.

Scoring all four PUNK targets increases the bonus multiplier. The multiplier is initially just 1X (no light). The first PUNK lights 2X. The second 4X, etc., up to 16X. The next time you score PUNK, the "KERNEL PANIC" sign lights and flashes and the board turns grey. The ball also goes into super-slow motion while the kernel-panic light is flashing. The next time you get PUNK, the same thing happens except that 4X flashes and you collect your bonus X 4, etc, up to 16X. When you collect bonus x 16 by getting PUNK, any further PUNK's award 16x.

Flipper Lanes

If the lane is lit by dropping the corresponding gate-target, it scores the normal number of points, multiplied by the bonus multiplier. In other words, if the lane normally scores 100 points, and is lit, it scores 400 points (if bonus multiplier is up to 4X). Also, if the lane is lit, it will become unlit when you score it.

CPU Hog

This is the hole-kicker and ramp at the right side of the playfield. The first 4 times you hit the CPU Hog, a red LED will light on the Tense-Deck hole-kicker. The next time you hit the CPU Hog, the yellow Anti-Gravity light comes on. The next time you hit CPU Hog, you get points. The number of points increases each time you hit it thereafter.

Tense Deck

This is the hole kicker at the bottom of a short slot, on the lower left side of the playfield. If all 4 LED's were lit the girl's jacket, and hair, change color and you score big points. The LED's will then be un-lit so that the CPU-Hog will light them again as described above.
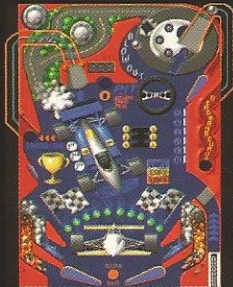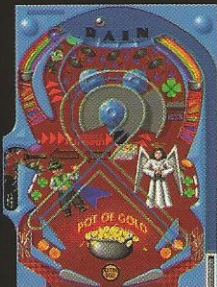
Crypto

The crypto-rollover toggles the state of the crypto-light (word "crypto" and arrows). If un-lit when the ball falls into one of the hole-kickers, it kicks back out of that same hole. If lit, the ball kicks out of the opposite hole!

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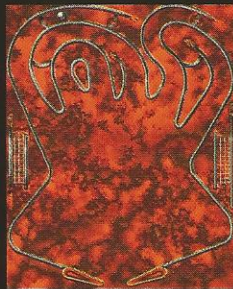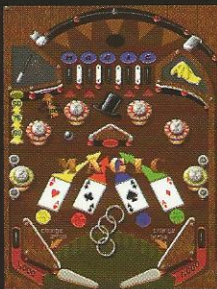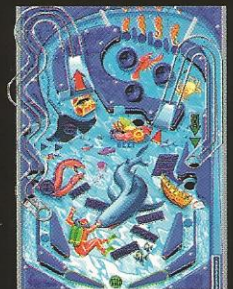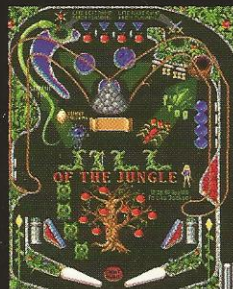
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